

**What is claimed is:**

1. An animation creating/editing apparatus,  
comprising:

5 a three-dimensional model storing unit storing an  
object configuring an image of an animation as  
three-dimensional model information; and

an operation instruction editing unit  
creating/editing an animation by generating/editing an  
10 operation instruction sequence configured by an object  
operation instruction and an eye point operation  
instruction, which are operation instructions for the  
object.

15 2. The animation creating/editing apparatus  
according to claim 1, further comprising:

an interference detecting unit detecting an  
occurrence of interference between objects, which is  
caused by executing the object operation instruction;  
20 and

an interference avoiding unit generating an  
object operation instruction to avoid the interference,  
if the occurrence of the interference is detected by  
said interference detecting unit.

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3. The animation creating/editing apparatus according to claim 1, further comprising:

a discontinuity detecting unit detecting an occurrence of discontinuous scenes, which is caused by  
5 executing the eye point operation instruction or the object operation instruction; and

a complementary instruction generating unit generating an object operation instruction or an eye point operation instruction to generate a scene which  
10 complements between the discontinuous scenes, if the occurrence of the discontinuous scenes is detected by said discontinuity detecting unit.

4. The animation creating/editing apparatus  
15 according to claim 1, wherein:

the three-dimensional model information holds a constraint condition between objects; and

a constraint detecting unit detecting an object operation instruction which violates the constraint  
20 condition as an error is further comprised.

5. The animation creating/editing apparatus according to claim 1, further comprising:

an editing rule storing unit storing editing rules  
25 to be observed when an object operation instruction is

inserted/deleted/moved in/from/within the operation instruction sequence, when an animation is edited; and an operation instruction editing unit referencing the editing rules, and preventing/avoiding an operation if the operation for inserting/deleting/moving an object operation instruction which violates the editing rules in/from/within the operation instruction sequence is performed.

10           6.     A program for causing a computer to execute a process, the process comprising:

          storing an object configuring an image of an animation as three-dimensional model information in a first storing unit; and

15           creating/editing an animation by generating/editing an operation instruction sequence configured by an object operation instruction and an eye point operation instruction, which are operation instructions for the object.

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          7.     The program according to claim 6, the process further comprising:

          detecting an occurrence of interference between objects, which is caused by executing the object operation instruction; and

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generating an object operation instruction to avoid the interference, if the occurrence of the interference is detected.

5           8.     The program according to claim 6, the process further comprising:

detecting an occurrence of discontinuous scenes, which is caused by executing the eye point operation instruction or the object operation instruction; and

10           generating an object operation instruction or an eye point operation instruction to generate a scene which complements between the discontinuous scenes, if the occurrence of the discontinuous scenes is detected.

15           9.     The program according to claim 6, the process further comprising:

holding a constraint condition between objects in the three-dimensional model information; and

20           detecting an object operation instruction which violates the constraint condition as an error.

10.     The program according to claim 6, the process further comprising:

25           storing, in a second storing unit, editing rules to be observed when an object operation instruction is

inserted/deleted/moved in/from/within the operation  
instruction sequence, when an animation is edited; and  
referencing the editing rules, and  
preventing/avoiding an operation if the operation for  
5 inserting/deleting/moving an object operation  
instruction which violates the editing rules  
in/from/within the operation instruction sequence is  
performed.